Amendments to the claims

Claims 1-6 and 8-54 were pending at the time the Office Action was issued.

Claim 1 is herein amended.

Claims 1-6 and 8-54 remain pending.

Claims

1.   **(Currently Amended)**   A system comprising:

one or more computer-readable media embodying:

a web browser and not a media player configured to provide timing representations to third party media players;

a plurality of third party media players, each of the plurality of third party media players including a first interface for object management and a second interface for exchanging timing and synchronization information with the web browser; and

a player-hosting peer within the web browser for negotiating a playback state and a rendering status between the web browser and each of the plurality of third party media players by exchanging, without user input, command and state change information between the web browser and each of the plurality of third party media players, the player-hosting peer coordinating the web browser and the plurality of third party media players, each having different notions of time, while displaying multiple disparate types of content that are incorporated into a single document, wherein the player-hosting peer transitions through states including inactive, active, waiting for data, and out of sync.

2.   **(Previously Presented)**   The system of claim 1 wherein the player-hosting peer issues commands to each of the plurality of third party media players.

3.   **(Previously Presented)**   The system of claim 2 wherein each of the plurality of third party media players notifies the player-hosting peer of state changes of the related media player.

4.   **(Previously Presented)**   The system of claim 1 wherein the second interface includes a playback state and a current playback time passed from each of the plurality of third party media players to the web browser.

5.   **(Previously Presented)**   The system of claim 4 wherein each of the plurality of third party media players and the player-hosting peer jointly maintain the playing state and the current playback time.

6.   **(Previously Presented)**   The system of claim 1 wherein the second interface includes web browser time information and/or application time information passed from the web browser to each of the plurality of third party media players.

7.   **(Canceled)**

8.   **(Previously Presented)**   The system of claim 1 wherein the player-hosting peer transitions from the inactive state to the active state upon receiving a media cued notification from at least one of the plurality of third party media players.

9.   **(Previously Presented)**   The system as in claim 8 wherein the player-hosting peer transitions from the active state to the inactive state upon receiving a deactivate command from the web browser.

10.   **(Previously presented)**   The system as in claim 8 wherein the player-hosting peer transitions from the active state to the inactive state upon receiving a change source command from the web browser.

11.   **(Previously presented)**   The system as in claim 8 wherein the player-hosting peer transitions from the active state to the waiting for data state upon receiving a buffer empty notification from at least one of the plurality of media players.

12.   **(Previously Presented)**   The system as in claim 11 wherein the

player-hosting peer transitions from the waiting for data state to the active state upon receiving a buffer full notification from at least one of the plurality of third party media players.

13.   **(Previously presented)**   The system as in claim 11 wherein the player-hosting peer transitions from the waiting for data state to the active state upon receiving a seek command from the web browser.

14.   **(Original)**   The system as in claim 8 wherein the player-hosting peer transitions from the active state to the out of sync state upon detecting a sync lost condition.

15.   **(Original)**   The system as in claim 14 wherein the player-hosting peer transitions from the out of sync state to the active state upon detecting a sync recovered condition.

16.   **(Previously presented)**   The system as in claim 14 wherein the player-hosting peer transitions from the out of sync state to the active state upon receiving a seek command from the web browser.

17.   **(Previously Presented)**   The system as in claim 1 wherein each of the plurality of third party media players transitions through states including no

source, playing, seeking, and media done.

18.   **(Previously Presented)**   The system as in claim 17 wherein each of the plurality of third party media players transitions from the no source state to the playing state upon completion of media cueing.

19.   **(Previously Presented)**   The system as in claim 18 wherein each of the plurality of third party media players transitions from the playing state to the no source state upon receiving a change source command from the player-hosting peer.

20.   **(Previously Presented)**   The system as in claim 18 wherein each of the plurality of third party media players transitions from the playing state to the seeking state upon receiving a seek command from the player-hosting peer.

21.   **(Previously Presented)**   The system as in claim 20 wherein each of the plurality of third party media players transitions from the seeking state to the playing state upon completion of a seek operation.

22.   **(Previously Presented)**   The system as in claim 18 wherein each

of the plurality of third party media players transitions from the playing state to the media done state upon receiving a stop command from the player-hosting peer.

23.   **(Previously Presented)**   The system as in claim 22 wherein each of the plurality of third party media players transitions from the media done state to the playing state upon receiving a start command from the player-hosting peer.

24.   **(Previously Presented)**   The system as in claim 18 wherein each of the plurality of third party media players transitions from the playing state to the media done state upon finishing media playback.

25.   **(Previously Presented)**   The system as in claim 24 wherein each of the plurality of third party media players transitions from the media done state to the playing state upon receiving a start command from the player-hosting peer.

26.   **(Previously Presented)**   The system as in claim 1 wherein each of the plurality of third party media players notifies the player-hosting peer when media is ready for playback.

27.   **(Previously Presented)**   The system as in claim 1 wherein each of the plurality of third party media players prepares for destruction upon

receiving a deactivate command from the player-hosting peer.

28.   **(Previously Presented)**   The system as in claim 1 wherein each of the plurality of third party media players changes from a first media source to a second media source upon receiving a change media source command from the player-hosting peer.

29.   **(Previously Presented)**   The system as in claim 1 wherein each of the plurality of third party media players notifies the player-hosting peer of a buffer empty condition when media playback can not continue due to a media delivery problem.

30.   **(Previously Presented)**   The system as in claim 29 wherein each of the plurality of third party media players notifies the player-hosting peer of a buffer full condition when the media delivery problem has been resolved and media playback can continue.

31.   **(Previously Presented)**   The system as in claim 1 wherein the player-hosting peer notifies each of the plurality of third party media players that the media playback time is out of sync with time information maintained by the player-hosting peer.

32.　**(Previously Presented)** The system as in claim 31 wherein the player-hosting peer notifies each of the plurality of third party media players that synchronization has been regained between the media playback time and time information maintained by the player-hosting peer.

33.　**(Previously Presented)**　The system as in claim 1 wherein the player-hosting peer passes commands from the web browser to each of the plurality of third party media players, the commands including play, stop, pause, resume, and seek.

34.　**(Previously Presented)**　The system as in claim 1 wherein the player-hosting peer passes a seek command from the web browser to each of the plurality of third party media players to indicate that the player should jump to a specific time offset into media playback.

35.　**(Original)**　The system as in claim 1 wherein the web browser is operating in a television set top environment.

36.　**(Original)** The system as in claim 1 wherein the other content includes advertising or other commercial content synchronized with at least one portion of the media content.

37.   **(Original)**   The system as in claim 1 further comprising a proxy layer for passing synchronization information or commands or both synchronization information and commands between the browser and an external media player.

38.   **(Original)**   The system as in claim 1 wherein the player-hosting peer implements an interface for providing access to timing information from the player-hosting peer.

39.   **(Previously Presented)**   A method comprising the steps of:

providing, by a web browser and not a media player, a timing representation to each of a plurality of third party media players;

providing a first media player interface for object management and a second media player interface for exchanging timing and synchronization information with the web browser;

providing a player-hosting peer within the web browser for negotiating a playback state and a rendering status between the web browser and each of the plurality of third party media players, wherein the player-hosting peer transitions through states including inactive, active, waiting for data, and out of sync;

issuing commands from the player-hosting peer to each of the plurality of third party media players, the commands being directed to media player operations other than, and in addition to, instantiation of the plurality of third party media players, issuing commands including coordination command among the web

browser and the plurality of third party media players, each having different notions of time, while displaying multiple disparate types of content that are incorporated into a single document; and

notifying the web browser of changes of the states of the plurality of third party media players.

40. **(Previously Presented)**   The method of claim 39 wherein the second media player interface includes a playback state and a current playback time passed from each of the plurality of third party media players to the web browser.

41. **(Previously Presented)**   The method of claim 40 wherein each of the plurality of third party media players and the web browser both maintain the playing state and the current playback time.

42. **(Previously Presented)**   The method of claim 39 wherein the second media player interface includes the host computer time information passed from the browser to each of the plurality of third party media players.

43. **(Previously Presented)**   The method of claim 39 wherein each of the plurality of third party media players notifies the player-hosting peer when media is ready for playback.

44.   **(Previously Presented)**   The method of claim 39 wherein each of the plurality of third party media players prepares for destruction upon receiving a deactivate command from the browser.

45.   **(Previously Presented)**   The method of claim 39 wherein each of the plurality of third party media players changes from a first media source to a second media source upon receiving a change media source command from the browser.

46.   **(Previously Presented)**   The method of claim 39 wherein each of the plurality of third party media players notifies the web browser of a buffer empty condition when media playback can not continue due to a media delivery problem.

47.   **(Previously Presented)**   The method of claim 46 wherein each of the plurality of third party media players notifies the web browser of a buffer full condition when the media delivery problem has been resolved and media playback can continue.

48. **(Previously Presented)** The method of claim 39 wherein the browser notifies each of the plurality of third party media players that media playback time is out of sync with time information maintained by the web browser.

49. **(Previously Presented)** The method of claim 44 wherein the web browser notifies each of the plurality of third party media players that synchronization has been regained between the media playback time and time information maintained by the web browser.

50. **(Previously Presented)** The method of claim 39 wherein the command passed from the web browser to each of the plurality of third party media players includes play, stop, pause, resume, and seek.

51. **(Previously Presented)** The method of claim 39 wherein the browser passes a seek command to each of the plurality of third party media players to indicate that the player should jump to a specific time offset into media playback.

52. **(Original)** The method of claim 39 wherein the other content includes advertising or other commercial content synchronized with at least one portion of the media content.

53.   **(Previously Presented)**   The method of claim 39 wherein at least one of the plurality of third party media players is external to the web browser.

54.   **(Previously Presented)**   The method of claim 39 wherein the step of providing a timing representation to each of the plurality of third party media players further comprises the step of implementing an interface to provide access to timing information from the web browser.